SYSTEM AND METHOD FOR FILTERING STREAM CHATS

BACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The present technology pertains to filtering stream chat messages. More specifically, the present technology provides for sectioning an aggregate of messages in a stream chat based on filtering attributes.

2. Description of the Related Art

[0002] Digital content streams are presently available from a variety of different content providers. For example, computer games, such as video games, have become a popular source of entertainment. Computer games are a type of computer simulation and are typically implemented in computer game software applications and are often run on game consoles, entertainment systems, desktop, laptop, and notebook computers, portable devices, tablet and pad-like devices, etc. An online game is a type of computer game or simulation played over a computer network, typically the Internet.

[0003] A multiplayer computer simulation, such as a multiplayer computer game, allows more than one player to participate in the simulation. Such multiplayer computer simulations are often conducted online so that players in geographically diverse locations can participate. Many multiplayer computer simulations involve different types of groups of players, competing, or otherwise interacting with each other.

[0004] The continued evolution and growth of online gaming has led to a rise in popularity of video game spectating, or virtual spectating. Spectator gaming has emerged as a popular paradigm for online multiplayer gaming. Spectating makes it possible for spectators to watch live or recorded broadcasts of a person playing a video game and chat about it with other spectators. The number of spectators can be in the thousands or more. The gaming stream is delivered to a large, dynamic, and heterogeneous population of spectators. In some cases, the players themselves may also engage in spectating (in relation to other players and teams), chat, and other interactions related to game sessions.

[0005] For example, in a multiplayer online game, spectators may watch one or more players or teams of players participating in game play. Broadband Internet, high-resolution video, and video streaming technologies have led to the development of live and recorded broadcasting technologies that may be leveraged to provide online virtual spectating for online games. For example, a game spectating system may allow players to broadcast live or recorded streams of their game play to tens, hundreds, or thousands of spectators, while allowing the spectators to select the live or recorded broadcasts of particular players for viewing.

[0006] Individual spectators express their thoughts through text, often responding to what is happening in the game. A chat box used in a session that involves numerous individuals may be constantly updated with messages from chat participants, eventually descending into chaos. For streams with massive audiences and large amounts of chatting spectators, a chat message may be lost among numerous other messages and conversational threads and/or lose all context, thereby making it difficult for chat participants to have coherent conversations.

[0007] There is a need for a more organized chat section that groups chat participants based on the commonalities in their messages, all while allowing the chat participant to participate in the larger chat discussion.

SUMMARY OF THE PRESENTLY CLAIMED INVENTION

[0008] Embodiments of the present invention include systems and methods for filtering stream chat messages. The method enables users participating in a larger chat stream to be assigned to a smaller chat stream based on certain attributes gathered from their messages in the larger chat stream. A plurality of messages is received from a chat stream, and certain filtering attributes are created based on the messages. The filtering attributes are used to create a section in response to a request indicating certain set of filtering attribute.

[0009] Various embodiments may include methods for filtering stream chat messages. Such methods may include receiving one or more messages from a plurality of user accounts. The messages are aggregated for display in an aggregated level of the chat session. Such methods may include detecting a section trigger associated with one or more filtering attributes, filtering the aggregated messages based on the filtering attributes, identifying a subset of the aggregated messages as meeting one or more filtering attributes, creating a section associated with the chat session, adding one or more user accounts to the created section, including subsequent messages from the added accounts in the filtered subset, and generating a display of the section level accessible to the added accounts that includes the filtered subset corresponding to one or more filtering attributes. Such methods may further include displaying a new message from one of the added user accounts in the section level accessible to the other added user accounts.

[0010] A still further aspect of the present invention is directed to a system that implements the steps of the method discussed above. The system includes a processor and memory for storing machine instructions executed by the processor to implement functions to perform filtering stream chat messages. The system includes a network interface that receives one or more messages from a chat session associated with a stream and detect a section trigger associated with one or more filtering attributes.

[0011] Further embodiments include non-transitory computer-readable storage media having embodied thereon a program executable by a processor to perform the steps of filtering stream chat messages.

BRIEF DESCRIPTION OF THE DRAWINGS

[0012] FIG. 1 illustrates an exemplary network environment in which a system for filtering stream chat messages may be implemented.

[0013] FIG. 2 illustrates an exemplary electronic entertainment system that may implement filtering stream chat messages.

[0014] FIG. 3 is a diagram illustrating an exemplary flow of information used to determine and process the filtered stream chat messages.